EAST SEARCH

5/6/05

L#	Hits	Search String	Databases
L1	680	(crc or "cyclic redundancy") and (digital adj signatur$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
L2	218	(crc or "cyclic redundancy") same (digital adj signatur$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
L3	62	1 and (distributed near2 comput$6)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
L4	237	1 and (client$2 near10 server$2)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB

Results of search set L4:

US 20050097366 A1	Enterprise computer investigation system	20050505	713/201
US 20050091492 A1	Portable security transaction protocol	20050428	713/170
US 20050083929 A1	System, method and computer program product for downloading pushed content	20050421	370/389
US 20050081042 A1	License-based cryptographic technique particularly suited for use in a digital rights management system for controlling access and use of bore resistant software objects in a client computer	20050414	713/176
US 20050078088 A1	Enhanced input peripheral	20050414	345/163
US 20050071631 A1	Method and system for authorizing client devices to receive secured data streams	20050331	713/156
US 20050071508 A1	System and method for processing encoded messages	20050331	709/246
US 20050060558 A1	Apparatus and method for allocating resources within a security processing architecture using multiple queuing mechanisms	20050317	713/189
US 20050055595 A1	Software update method, apparatus and system	20050310	713/400
US 20050050577 A1	System for remotely controlling client recording and storage behavior	20050303	725/134
US 20050050205 A1	Multi-port network tap	20050303	709/227
US 20050041955 A1	Authentification of data in a digital transmission system	20050224	386/94
US 20050039022 A1	License-based cryptographic technique, particularly suited for use in a digital rights management system, for controlling access and use of bore resistant software objects in a client computer	20050217	713/176
US 20050039004 A1	System and method of indicating the strength of encryption	20050217	713/166
US 20050028009 A1	Verifiable secret shuffles and their application to electronic voting	20050203	713/201
US 20050013462 A1	Paper products and physical objects as means to access and control a computer or to navigate over or act as a portal on a network	20050120	382/100
US 20050010758 A1	Data certification method and apparatus	20050113	713/156
US 20050009502 A1	Multiple-stage system and method for processing encoded messages	20050113	455/411

US 20050005190 A1	Versatile network operations center and network for transaction processing	20050106	714/4
US 20040260929 A1	Management and recovery of data object annotations using digital fingerprinting	20041223	713/176
US 20040260765 A1	System and method for distribution of software licenses in a networked computing environment	20041223	709/202
US 20040250061 A1	Transmission/reception system	20041209	713/155
US 20040243816 A1	Querying encrypted data in a relational database system	20041202	713/193
US 20040236951 A1	Digital authentication with digital and analog documents	20041125	713/179
US 20040236860 A1	Method and apparatus for balancing distributed applications	20041125	709/230
US 20040236819 A1	Method and system for remotely authenticating identification devices	20041125	709/200
US 20040230797 A1	Remotely authenticated operation method	20041118	713/168
US 20040215755 A1	SYSTEM AND METHOD FOR UPDATING AND DISTRIBUTING INFORMATION	20041028	709/223
US 20040205772 A1	Intelligent software agent system architecture	20041014	719/317
US 20040205331 A1	Apparatus and method for allocating resources within a security processing architecture using multiple groups	20041014	713/153
US 20040205330 A1	System and method for compressing secure e-mail for exchange with a mobile data communication device	20041014	713/150
US 20040205248 A1	System and method for secure message key caching in a mobile communication device	20041014	709/246
US 20040202327 A1	System and method for processing encoded messages	20041014	380/270
US 20040202319 A1	Apparatus and method for allocating resources within a security processor	20041014	380/33
US 20040199667 A1	Method and apparatus for offering preferred transport within a broadband subscriber network	20041007	709/240
US 20040199604 A1	Method and system for tagging content for preferred transport	20041007	709/217
US 20040199472 A1	Method and apparatus for billing over a network	20041007	705/50
US 20040196978 A1	System and method for processing encoded messages for exchange with a mobile data communication device	20041007	380/270
US 20040196842 A1	Method and system for according preferred transport based on node identification	20041007	370/389
US 20040194081 A1	Update system for facilitating firmware/software update in a mobile handset	20040930	717/173
US 20040193329 A1	System and method for securing energy management systems	20040930	700/286
US 20040185931 A1	Enhanced gaming system	20040923	463/17
US 20040171369 A1	Certificate management and transfer system and method	20040902	455/410
US 20040153648 A1	Method and process for transmitting video content	20040805	713/176
US 20040148281 A1	Virus checking and reporting for computer database search results	20040729	707/3
US 20040128514 A1	Method for increasing the functionality of a media player/recorder device or an application program	20040701	713/176
US 20040128201 A1	Versatile terminal adapter and network for transaction processing	20040701	705/17
US 20040125959 A1	Authentication of data transmitted in a digital transmission system	20040701	380/279
US 20040107356 A1	Methods and apparatus for persistent control and protection of content	20040603	713/193

US 20040107350 A1	Method for partially encrypting program data	20040603	713/182
US 20040107342 A1	Secure network file access control system	20040603	713/165
US 20040098599 A1	Security System with Methodology for Computing Unique Signature for Executable File Employed across Different Machines	20040520	713/187
US 20040095384 A1	System for and method of web signature recognition system based on object map	20040520	715/745
US 20040093371 A1	Memory bound functions for spam deterrence and the like	20040513	709/201
US 20040078568 A1	Secure file system server architecture and methods	20040422	713/165
US 20040068721 A1	Network for updating firmware and / or software in wireless communication devices	20040408	717/168
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US 20040064351 A1	Increased visibility during order management in a network-based supply chain environment	20040401	705/7
US 20040059747 A1	Method and apparatus for restoring computer resources	20040325	707/102
US 20040034794 A1	System and method for comprehensive general generic protection for computers against malicious programs that may steal information and/or cause damages	20040219	713/200
US 20040034601 A1	System and method for content distribution and reselling	20040219	705/52
US 20040031856 A1	Physical presence digital authentication system	20040219	235/492
US 20040030932 A1	Cryptographic methods and apparatus for secure authentication	20040212	713/202
US 20040019807 A1	System And Methodology For Providing Community-Based Security Policies	20040129	713/201
US 20040015724 A1	Logical access block processing protocol for transparent secure file storage	20040122	713/201
US 20040015723 A1	Secure network file access controller implementing access control and auditing	20040122	713/201
US 20040013409 A1	Smart broadcast program recording padding and scheduling system	20040122	386/83
US 20040003266 A1	Non-invasive automatic offsite patch fingerprinting and updating system and method	20040101	713/191
US 20040003236 A1	Methods and apparatus for private certificates in public key cryptography	20040101	713/156
US 20040003008 A1	Method for partially encrypting program data	20040101	707/200
US 20030236993 A1	Enterprise computer investigation system	20031225	713/200
US 20030231207 A1	Personal e-mail system and method	20031218	715/752
US 20030225693 A1	Biometrically enabled private secure information repository	20031204	705/42
US 20030200207 A1	Methods and apparatuses for file synchronization and updating using a signature list	20031023	707/3
US 20030191869 A1	C-API instrumentation for HDL models	20031009	719/328
US 20030191621 A1	Method and system for reducing storage and transmission requirements for simulation results	20031009	703/17
US 20030191620 A1	Dynamic loading of C-API HDL model instrumentation	20031009	703/17
US 20030191618 A1	Method and system for reducing storage requirements of simulation data via keyword restrictions	20031009	703/13

US 20030191617 A1	Method and system for selectively storing and retrieving simulation data utilizing keywords	20031009	703/13
US 20030182567 A1	Client-side multimedia content targeting system	20030925	713/193
US 20030182414 A1	System and method for updating and distributing information	20030925	709/223
US 20030174841 A1	Methods, systems, and data structures for secure data content presentation	20030918	380/277
US 20030169879 A1	Method and apparatus for geographically limiting sevice in a conditional access system	20030911	380/241
US 20030167407 A1	Authenticated file loader	20030904	713/201
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US 20030140114 A1	Digital information library and delivery system	20030724	709/217
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US 20030135464 A1	Digital content distribution using web broadcasting services	20030717	705/50
US 20030135354 A1	Tracking converage results in a batch simulation farm network	20030717	703/13
US 20030131252 A1	Electronic content distribution and exchange system	20030710	713/193
US 20030125915 A1	Count data access in a distributed simulation environment	20030703	703/13
US 20030123481 A1	Enhancements for TCP performance enhancing proxies	20030703	370/466
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US 20030101382 A1	Fail thresholding in a batch simulation farm network	20030529	714/39
US 20030101041 A1	Annealing harvest event testcase collection within a batch simulation farm	20030529	703/22
US 20030101039 A1	Maintaining data integrity within a distributed simulation environment	20030529	703/16
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US 20030101035 A1	Non-redundant collection of harvest events within a batch simulation farm network	20030529	703/13
US 20030093684 A1	Device and method with reduced information leakage	20030515	713/193
US 20030092376 A1	System and method for a push-pull gateway-directed digital receiver	20030515	455/3.06
US 20030086515 A1	Channel adaptive equalization precoding system and method	20030508	375/346
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US 20030074565 A1	Authorization of services in a conditional access system	20030417	713/182
US 20030061307 A1	Method and apparatus for restructuring of personalized data for transmission from a data network to connected and portable network appliances	20030327	709/217
US 20030061287 A1	Method and system for delivering files in digital file marketplace	20030327	709/205
US 20030055962 A1	System providing internet access management with router-based policy enforcement	20030320	709/225
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US 20030037333 A1	Audience measurement system	20030220	725/46
US 20030028761 A1	Cryptographically signed filesystem	20030206	713/150
US 20030026484 A1	Automated image identification system	20030206	382/224
US 20030016770 A1	Channel equalization system and method	20030123	375/346
US 20030009687 A1	Method and apparatus for validating integrity of software	20030109	713/200
US 20030009666 A1	Methods and apparatus for efficient computation of one-way chains in cryptographic applications	20030109	713/168
US 20020194131 A1	Method and system for electronically transmitting authorization to release medical information	20021219	705/51
US 20020191954 A1	Broadcast program recording overrun and underrun scheduling system	20021219	386/46
US 20020188849 A1	System and method for authenticating data using incompatible digest functions	20021212	713/176
US 20020133707 A1	Method and system for secure distribution of subscription-based game software	20020919	713/183
US 20020129140 A1	System and method for monitoring unauthorized transport of digital content	20020912	709/224
US 20020122568 A1	Digital authentication with digital and analog documents	20020905	382/100
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US 20020069076 A1	GLOBAL SYNCHRONIZATION UNIT (GSU) FOR TIME AND SPACE (TS) STAMPING OF INPUT DATA ELEMENTS	20020606	705/1
US 20020065884 A1	Relevance clause for computed relevance messaging	20020530	709/204
US 20020059363 A1	DIGITAL INFORMATION LIBRARY AND DELIVERY SYSTEM WITH LOGIC FOR GENERATING FILES TARGETING A PLAYBACK DEVICE	20020516	709/203
US 20020051543 A1	Fast irreducibility and subgroup membership testing in XTR	20020502	380/277
US 20020044658 A1	Conditional access system	20020418	380/239
US 20020029350 A1	Web based human services conferencing network	20020307	713/200
US 20020026345 A1	Targeted delivery of informational content with privacy protection	20020228	705/10
US 20020026321 A1	INTERNET-BASED SYSTEM AND METHOD FOR FAIRLY AND SECURELY ENABLING TIMED-CONSTRAINED COMPETITION USING GLOBALLY TIME-SYCHRONIZED CLIENT SUBSYSTEMS AND INFORMATION SERVERS HAVING MICROSECOND CLIENT-EVENT RESOLUTION	20020228	705/1
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US 20020002541 A1	Online digital content library	20020103	705/51
US 20010056546 A1	Message content protection and conditional disclosure	20011227	713/200
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US 20010051996 A1	Network-based content distribution system	20011213	709/217
US 20010046299 A1	Authorization of services in a conditional access system	20011129	380/282
US 20010042104 A1	Inspector for computed relevance messaging	20011115	709/207
US 20010016909 A1	Method and arrangement in a communication network	20010823	713/171
US 20010001014 A1	Source authentication of download information in a conditional access system	20010510	380/241
US 6868447 B1	Mechanism and apparatus for returning results of services in a distributed computing environment	20050315	709/225
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US 6850979 B1	Message gates in a distributed computing environment	20050201	709/225
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US 6801929 B1	Relevance clause for computed relevance messaging	20041005	709/204
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US 6751336 B2	Digital authentication with digital and analog documents	20040615	382/100
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US 6738874 B2	Controller architecture and strategy for small discontiguous accesses to high-density memory devices	20040518	711/157
US 6738799 B2	Methods and apparatuses for file synchronization and updating using a signature list	20040518	709/203
US 6728713 B1	Distributed database management system	20040427	707/10
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US 6687735 B1	Method and apparatus for balancing distributed applications	20040203	709/203
US 6687390 B2	System for and method of web signature recognition system based on object map	20040203	382/119
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US 6677858 B1	INTERNET-BASED METHOD OF AND SYSTEM FOR MONITORING SPACE-TIME COORDINATE INFORMATION AND BIOPHYSIOLOGICAL STATE INFORMATION COLLECTED FROM AN ANIMATE OBJECT ALONG A COURSE THROUGH THE SPACE-TIME CONTINUUM	20040113	340/573.1
US 6671818 B1	Problem isolation through translating and filtering events into a standard object format in a network based supply chain	20031230	714/4
US 6667967 B1	High-speed network of independently linked nodes	20031223	370/351
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US 6643650 B1	Mechanism and apparatus for using messages to look up documents stored in spaces in a distributed computing environment	20031104	707/10
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US 6633978 B1	Method and apparatus for restoring computer resources	20031014	713/100
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US 6615225 B1	System and method for relating files in a distributed data storage environment	20030902	707/204
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US 6157719 A	Conditional access system	20001205	380/210
US 6145012 A	Apparatus and method for efficiently updating files in computer networks	20001107	709/246

US 6119228 A	Method for securely communicating remote control commands in a computer network	20000912	713/180
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US 6041357 A	Common session token system and protocol	20000321	709/228
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US 6021491 A	Digital signatures for data streams and data archives	20000201	713/179
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US 5926624 A	Digital information library and delivery system with logic for generating files targeted to the playback device	19990720	709/217
US 5850442 A	Secure world wide electronic commerce over an open network	19981215	705/65
US 5828840 A	Server for starting client application on client if client is network terminal and initiating client application on server if client is non network terminal	19981027	709/203
US 5765176 A	Performing document image management tasks using an iconic image having embedded encoded information	19980609	715/514
US 5745574 A	Security infrastructure for electronic transactions	19980428	713/157
US 5696898 A	System and method for database access control	19971209	713/201

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1 Web-based simulation: revolution or evolution?
Ernest H. Page, Arnold Buss, Paul A. Fishwick, Kevin J. Healy, Richard E. Nance, Ray J. Paul
January 2000 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 10 Issue 1
Full text available: pdf(90.00 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The nature of the emerging field of web-based simulation is examined in terms of its relationship to the fundamental aspects of simulation research and practice. The presentation, assuming a form of debate, is based on a panel session held at the first International Conference on Web-Based Modeling and Simulation, which was sponsored by the Society for Computer Simulation during 11-14 January 1998 in San Diego, California. While no clear "winner" is evident in this debate, the ...

Keywords: Java, digital objects, distributed modeling

2 Summary cache: a scalable wide-area web cache sharing protocol
Li Fan, Pei Cao, Jussara Almeida, Andrei Z. Broder
June 2000 **IEEE/ACM Transactions on Networking (TON)**, Volume 8 Issue 3
Full text available: pdf(220.29 KB) Additional Information: full citation, references, citings, index terms

Keywords: ICP, Web cache, Web proxy, bloom filter, cache sharing

3 Dynamic Access Control: Dynamic and risk-aware network access management
Lawrence Teo, Gail-Joon Ahn, Yuliang Zheng
June 2003 **Proceedings of the eighth ACM symposium on Access control models and technologies**
Full text available: pdf(266.74 KB) Additional Information: full citation, abstract, references, index terms

Traditional network security technologies such as firewalls and intrusion detection systems usually work according to a static ruleset only. We believe that a better approach to network security can be achieved if we use quantified levels of risk as an input. In this paper, we describe a dynamic access control architecture which uses risk to determine whether to allow or deny access by a source connection into the network. A simulation of our architecture shows favorable and promising results.

Keywords: dynamic access control, network management, risk, risk awareness, role

4 Controlling high bandwidth aggregates in the network
Ratul Mahajan, Steven M. Bellovin, Sally Floyd, John Ioannidis, Vern Paxson, Scott Shenker
July 2002 **ACM SIGCOMM Computer Communication Review**, Volume 32 Issue 3

Full text available: pdf(299.37 KB) Additional Information: full citation, abstract, references, citings, index terms

The current Internet infrastructure has very few built-in protection mechanisms, and is therefore vulnerable to attacks and failures. In particular, recent events have illustrated the Internet's vulnerability to both denial of service (DoS) attacks and flash crowds in which one or more links in the network (or servers at the edge of the network) become severely congested. In both DoS attacks and flash crowds the congestion is due neither to a single flow, nor to a general increase in traffic, bu ...

5 The case for design using the World Wide Web
Mário J. Silva, Randy H. Katz
January 1995 **Proceedings of the 32nd ACM/IEEE conference on Design automation**

Full text available: pdf(100.42 KB) Additional Information: full citation, references, citings, index terms

6 Special feature: Report on a working session on security in wireless ad hoc networks
Levente Buttyán, Jean-Pierre Hubaux
January 2003 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 7 Issue 1

Full text available: pdf(2.50 MB) Additional Information: full citation, references, citings

7 Intrusion detection: Enhancing byte-level network intrusion detection signatures with context
Robin Sommer, Vern Paxson
October 2003 **Proceedings of the 10th ACM conference on Computer and communications security**

Full text available: pdf(217.88 KB) Additional Information: full citation, abstract, references, citings, index terms

Many network intrusion detection systems (NIDS) use byte sequences as signatures to detect malicious activity. While being highly efficient, they tend to suffer from a high false-positive rate. We develop the concept of *contextual signatures* as an improvement of string-based signature-matching. Rather than matching fixed strings in isolation, we augment the matching process with additional context. When designing an efficient signature engine for the NIDS bro, we provide low-level context ...

Keywords: bro, evaluation, network intrusion detection, pattern matching, security, signatures, snort

8 Industry track papers: Learning nonstationary models of normal network traffic for detecting novel attacks
Matthew V. Mahoney, Philip K. Chan
July 2002 **Proceedings of the eighth ACM SIGKDD international conference on Knowledge discovery and data mining**

Full text available: pdf(1.12 MB) Additional Information: full citation, abstract, references, citings, index terms

Traditional intrusion detection systems (IDS) detect attacks by comparing current behavior to signatures of known attacks. One main drawback is the inability of detecting new attacks which do not have known signatures. In this paper we propose a learning algorithm that constructs models of normal behavior from attack-free network traffic. Behavior that deviates from the learned normal model signals possible novel attacks. Our IDS is unique in two respects. First, it is nonstationary, modeling pr ...

9 Distributed content-based visual information retrieval system on peer-to-peer networks
Irwin King, Cheuk Hang Ng, Ka Cheung Sia
July 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 3

Full text available: pdf(1.38 MB) Additional Information: full citation, abstract, references, citings, index terms

With the recent advances of distributed computing, the limitation of information retrieval from a centralized image collection can be removed by allowing distributed image data sources to interact with each other for data storage sharing and information retrieval. In this article, we present our design and implementation of DISCOVIR: DIStributed COntent-based Visual Information Retrieval system using the Peer-to-Peer (P2P) Network. We describe the system architecture and detail the interactions ...

Keywords: Peer-to-peer (P2P) network, content-based image retrieval (CBIR), information retrieval, intelligent query routing, peer clustering

10 Measuring system normality
Mark Burgess, Hårek Haugerud, Sigmund Straumsnes, Trond Reitan
May 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 2

Full text available: pdf(794.43 KB) Additional Information: full citation, abstract, references, citings, index terms

A comparative analysis of transaction time-series is made, for light to moderately loaded hosts, motivated by the problem of anomaly detection in computers. Criteria for measuring the statistical state of hosts are examined. Applying a scaling transformation to the measured data, it is found that the distribution of fluctuations about the mean is closely approximated by a steady-state, maximum-entropy distribution, modulated by a periodic variation. The shape of the distribution, under these con ...

Keywords: Anomaly detection, statistical mechanics

11 Telecommunications: Simulating networks of wireless sensors
Sung Park, Andreas Savvides, Mani B. Srivastava
December 2001 **Proceedings of the 33nd conference on Winter simulation**

Full text available: pdf(503.13 KB) Additional Information: full citation, abstract, references, citings, index terms

Recent advances in low-power embedded processors, radios, and micro-mechanical systems (MEMs) have made possible the development of networks of wirelessly interconnected sensors. With their focus on applications requiring tight coupling with the physical world, as opposed to the personal communication focus of conventional wireless networks, these wireless sensor networks pose significantly different design, implementation, and deployment challenges. In this paper, we present a set of models and ...

12 Network security: Web tap: detecting covert web traffic

Kevin Borders, Atul Prakash

October 2004 **Proceedings of the 11th ACM conference on Computer and communications security**

Full text available: pdf(129.06 KB) Additional Information: full citation, abstract, references, index terms

As network security is a growing concern, system administrators lock down their networks by closing inbound ports and only allowing outbound communication over selected protocols such as HTTP. Hackers, in turn, are forced to find ways to communicate with compromised workstations by tunneling through web requests. While several tools attempt to analyze inbound traffic for denial-of-service and other attacks on web servers, Web Tap's focus is on detecting attempts to send significant amounts of ...

Keywords: HTTP, anomaly detection, covert channels, intrusion detection, spyware detection, tunnels

13 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

14 Network interactions: Simulating realistic network worm traffic for worm warning system design and testing

Michael Liljenstam, David M. Nicol, Vincent H. Berk, Robert S. Gray

October 2003 **Proceedings of the 2003 ACM workshop on Rapid Malcode**

Full text available: pdf(308.41 KB) Additional Information: full citation, abstract, references, index terms

Reproducing the effects of large-scale worm attacks in a laboratory setup in a realistic and reproducible manner is an important issue for the development of worm detection and defense systems. In this paper, we describe a worm simulation model we are developing to accurately model the large-scale spread dynamics of a worm and many aspects of its detailed effects on the network. We can model slow or fast worms with realistic scan rates on realistic IP address spaces and selectively model local d ...

Keywords: code red, network modeling and simulation, network security, slammer, worm detection systems, worms

15 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

16 Simulation and experiments: Detailed models for sensor network simulations and their impact on network performance

Maneesh Varshney, Rajive Bagrodia
October 2004 **Proceedings of the 7th ACM international symposium on Modeling, analysis and simulation of wireless and mobile systems**
Full text available: pdf(400.40 KB) Additional Information: full citation, abstract, references, index terms

Recent trends in sensor network simulation can be divided between less flexible but accurate emulation based approach and more generic but less detailed network simulator models. We offer an approach with the flexibility of network simulators and provides the accuracy comparable to emulation based approaches. We describe the design and architecture of sensor network simulator which provides a rich suite of following models: sensing stack to model wave and diffusion based sensor channels, an accu ...

Keywords: sensor network, simulation

17 Identification and classification: Class-of-service mapping for QoS: a statistical signature-based approach to IP traffic classification
Matthew Roughan, Subhabrata Sen, Oliver Spatscheck, Nick Duffield
October 2004 **Proceedings of the 4th ACM SIGCOMM conference on Internet measurement**
Full text available: pdf(707.69 KB) Additional Information: full citation, abstract, references, index terms

The ability to provide different Quality of Service (QoS) guarantees to traffic from different applications is a highly desired feature for many IP network operators, particularly for enterprise networks. Although various mechanisms exist for providing QoS in the network, QoS is yet to be widely deployed. We believe that a key factor holding back widespread QoS adoption is the absence of suitable methodologies/processes for appropriately mapping the traffic from different applications to diff ...

Keywords: class of service (CoS), quality of service (QoS), statistical signature, traffic classification

18 Generating realistic workloads for network intrusion detection systems
Spyros Antonatos, Kostas G. Anagnostakis, Evangelos P. Markatos
January 2004 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fourth international workshop on Software and performance**, Volume 29 Issue 1
Full text available: pdf(1.78 MB) Additional Information: full citation, abstract, references

While the use of network intrusion detection systems (nIDS) is becoming pervasive, evaluating nIDS performance has been found to be challenging. The goal of this study is to determine how to generate realistic workloads for nIDS performance evaluation. We develop a workload model that appears to provide reasonably accurate estimates compared to real workloads. The model attempts to emulate a traffic mix of different applications, reflecting characteristics of each application and the way these i ...

Keywords: intrusion detection, security, workload characterization and generation

19 Business process modeling/reengineering: Process improvement: simulations on .Net using Highpoint's HighMAST™ simulation toolkit
Peter C. Bosch
December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**
Full text available: pdf(434.37 KB) Additional Information: full citation, abstract, references

This paper describes the philosophy, architectures and key features of a new .Net-based

simulation object model and toolkit called HighMAST™ (Highpoint Modeling and Simulation Toolkit). HighMAST™ is a set of class libraries built on top of Microsoft's .Net platform. It was built to take advantage of the object-oriented flavor and extensive integration plumbing ingrained in the .Net framework. It supports "active entity", "block-based", "workflow-oriented" and several other types o ...

20 Characterizing processor architectures for programmable network interfaces

Patrick Crowley, Marc E. Fluczynski, Jean-Loup Baer, Brian N. Bershad

May 2000 **Proceedings of the 14th international conference on Supercomputing**

Full text available: pdf(984.97 KB) Additional Information: full citation, abstract, references, citings, index terms

The rapid advancements of networking technology have boosted potential bandwidth to the point that the cabling is no longer the bottleneck. Rather, the bottlenecks lie at the crossing points, the nodes of the network, where data traffic is intercepted or forwarded. As a result, there has been tremendous interest in speeding those nodes, making the equipment run faster by means of specialized chips to handle data trafficking. The Network Processor is the blanket name thrown ...

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1 A compact and fast hybrid signature scheme for multicast packet authentication

Pankaj Rohatgi

November 1999 **Proceedings of the 6th ACM conference on Computer and communications security**

Full text available: pdf(759.34 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper proposes a compact and fast hybrid signature scheme that can be used to solve the problem of packet source authentication for multicast. This scheme can be viewed as an improvement to off-line/on-line signature schemes, in that the signature size overhead is much smaller. Since this is a generic technique, it should have applications to several other practical problems as well.

2 Distributed simulation modeling: a comparison of HLA, CORBA, and RMI

Arnold Buss, Leroy Jackson

December 1998 **Proceedings of the 30th conference on Winter simulation**

Full text available: pdf(62.71 KB) Additional Information: full citation, references, citings, index terms

3 Keynote: Component-based distributed simulations: the way forward?

Alexander Verbraeck

May 2004 **Proceedings of the eighteenth workshop on Parallel and distributed simulation**

Full text available: pdf(156.42 KB) Additional Information: full citation, abstract, references

Parallel simulation and distributed simulation sometimes appear to be two different worlds. Where parallel simulation aims at increasing the speed of a single model by distributing it over more processors, distributed simulation looks at ways to link entire models or federates that run on different computers. In the case of distributed simulation, the models themselves are hard to distribute, and often they each run on one processor as a monolithic model. This paper advocates to build the more t ...

4 Causality representation and cancellation mechanism in time warp simulations

Malolan Chetlur, Philip A. Wilsey

May 2001 **Proceedings of the fifteenth workshop on Parallel and distributed simulation**

Full text available: pdf(613.50 KB) Additional Information:

Publisher Site full citation, abstract, references, citings, index terms

The Time Warp synchronization protocol allows causality errors and then recovers from them with the assistance of a cancellation mechanism. Cancellation can cause the rollback of several other simulation objects that may trigger a cascading rollback situation where the rollback cycles back to the original simulation object. These cycles of rollback can cause the simulation to enter a unstable (or thrashing) state where little real forward simulation progress is achieved. To address this pr ...

***Keywords**: logical time, time warp, vector clocks, virtual time*

5 Protocols: Performance analysis of the CONFIDANT protocol

Sonja Buchegger, Jean-Yves Le Boudec

June 2002 **Proceedings of the 3rd ACM international symposium on Mobile ad hoc networking & computing**

Full text available: pdf(187.16 KB) Additional Information: full citation, abstract, references, citings, index terms

Mobile ad-hoc networking works properly only if the participating nodes cooperate in routing and forwarding. However,it may be advantageous for individual nodes not to cooperate. We propose a protocol, called CONFIDANT, for making misbehavior unattractive; it is based on selective altruism and utilitarianism. It aims at detecting and isolating misbehaving nodes, thus making it unattractive to deny cooperation. Trust relationships and routing decisions are based on experienced, observed, or repor ...

Keywords: cooperation, fairness, mobile ad-hoc networks, reputation, robustness, routing, trust

6 Security Issues in the ABELS System for Linking Distributed Simulations

G. Ayorkor Mills-Tettey, Linda F. Wilson

March 2003 **Proceedings of the 36th annual symposium on Simulation**

Full text available: pdf(478.65 KB) Additional Information: full citation, abstract, index terms

The Agent-Based Environment for Linking Simulations(ABELS) framework is designed to allow physically distributedsimulations and other data resources to form a"data cloud" for the exchange of information. In particular,it uses a distributed brokering system to facilitate dynamiclinkings between independently-designed, autonomous participants,without requiring the use of stringent standardsto which participants must conform. This paper discussesvarious challenges in developing a security framework ...

7 A model-based approach to simulation composition

Jesse Aronson, Prasanta Bose

May 1999 **Proceedings of the 1999 symposium on Software reusability**

Full text available: pdf(1.25 MB) Additional Information: full citation, references, index terms

Keywords: component selection, composition, constraints, domain-specific architectural model, hierarchical decomposition, simulation

8 An assessment of the ModSim/TWOS parallel simulation environment

David O. Rich, Randy E. Michelsen

December 1991 **Proceedings of the 23rd conference on Winter simulation**

Full text available: pdf(1.08 MB) Additional Information: full citation, references, citings, index terms

9 On the performance of group key agreement protocols 
Yair Amir, Yongdae Kim, Cristina Nita-Rotaru, Gene Tsudik
August 2004 **ACM Transactions on Information and System Security (TISSEC)**, Volume 7 Issue 3
Full text available: pdf(469.07 KB) Additional Information: full citation, abstract, references, index terms

Group key agreement is a fundamental building block for secure peer group communication systems. Several group key management techniques were proposed in the last decade, all assuming the existence of an underlying group communication infrastructure to provide reliable and ordered message delivery as well as group membership information. Despite analysis, implementation, and deployment of some of these techniques, the actual costs associated with group key management have been poorly understood ...

Keywords: Group Communication, Group Key Management, Peer Groups, Secure Communication

10 A new optimizer for performance optimization of analog integrated circuits 
N. S. Nagaraj
July 1993 **Proceedings of the 30th international conference on Design automation**
Full text available: pdf(646.24 KB) Additional Information: full citation, references, index terms

11 CORBA vs. Ada 95 DSA: a programmer's view 
Yvon Kermarrec
September 1999 **ACM SIGAda Ada Letters , Proceedings of the 1999 annual ACM SIGAda international conference on Ada**, Volume XIX Issue 3
Full text available: pdf(712.73 KB) Additional Information: full citation, abstract, references, citings, index terms

Recent evolutions in computer networks have made it possible to consider distributed platforms as possible architectures for numerous applications. The classes of distributed applications are numerous and go from time consuming application (performance quest) to geographically distributed applications through safety and critical softwares. As beforehand, hardware evolutions have been fast paced and much earlier than software techniques to build applications on these distributed targets. In this ...

12 Slow memory: the rising cost of optimism 
Richard A. Meyer, Jay M. Martin, Rajive L. Bagrodia
May 2000 **Proceedings of the fourteenth workshop on Parallel and distributed simulation**
Full text available: pdf(823.10 KB) Additional Information: full citation, references, index terms

13 Terrain database interoperability issues in training with distributed interactive simulation 
Guy A. Schiavone, S. Sureshchandran, Kenneth C. Hardis
July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 3
Full text available: pdf(443.34 KB) Additional Information: full citation, abstract, references, citings, index terms, review

In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

Keywords: distributed interactive simulation, terrain databases

14 Formal modeling and analysis of the HLA component integration standard
Robert J. Allen, David Garlan, James Ivers
November 1998 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 6th ACM SIGSOFT international symposium on Foundations of software engineering**, Volume 23 Issue 6

Full text available: pdf(1.21 MB) Additional Information: full citation, abstract, references, citings, index terms

An increasingly important trend in the engineering of complex systems is the design of component integration standards. Such standards define rules of interaction and shared communication infrastructure that permit composition of systems out of independently-developed parts. A problem with these standards is that it is often difficult to understand exactly what they require and provide, and to analyze them in order to understand their deeper properties. In this paper we use our experience in mod ...

Keywords: component integration standards, component-based software, formal specification, protocol families, software architecture

15 Office Information Systems and Computer Science
Clarence A. Ellis, Gary J. Nutt
January 1980 **ACM Computing Surveys (CSUR)**, Volume 12 Issue 1

Full text available: pdf(2.87 MB) Additional Information: full citation, references, citings, index terms

16 The architecture and performance of security protocols in the ensemble group communication system: Using diamonds to guard the castle
August 2001 **ACM Transactions on Information and System Security (TISSEC)**, Volume 4 Issue 3

Full text available: pdf(418.73 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Ensemble is a Group Communication System built at Cornell and the Hebrew universities. It allows processes to create *process groups* within which scalable reliable fifo-ordered multicast and point-to-point communication are supported. The system also supports other communication properties, such as causal and total multicast ordering, flow control, and the like. This article describes the security protocols and infrastructure of Ensemble. Applications using Ensemble with the extensions des ...

Keywords: Group communication, security

17 Essential techniques for military modeling and simulation
Roger D. Smith
December 1998 **Proceedings of the 30th conference on Winter simulation**

Full text available: pdf(101.24 KB) Additional Information: full citation, references, citings, index terms

18 A survey on wavelet applications in data mining
Tao Li, Qi Li, Shenghuo Zhu, Mitsunori Ogihara
December 2002 **ACM SIGKDD Explorations Newsletter**, Volume 4 Issue 2

Full text available: pdf(330.06 KB) Additional Information: full citation, abstract, references, citings

Recently there has been significant development in the use of wavelet methods in various data mining processes. However, there has been written no comprehensive survey available on the topic. The goal of this is paper to fill the void. First, the paper presents a high-level data-mining framework that reduces the overall process into smaller components. Then applications of wavelets for each component are reviewd. The paper concludes by discussing the impact of wavelets on data mining research an ...

19 Agent-based modeling and simulation: "Plug and test": software agents in virtual environments
Adelinde M. Uhrmacher, Bernd G. Kullick
December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available: pdf(67.97 KB) Additional Information: full citation, abstract, references, citings

James- A Java Based agent modeling environment for simulation has been developed to support the compositional construction of test beds for multi-agent systems and their execution in distributed environments. The modeling formalism of James imposes only few constraints on the modeling of agents and facilitates a "plug and test" with pieces of agent code which has been demonstrated in earlier work. However, even entire agents can be run in James as they are run in their run-time environment. The ...

20 Formal modeling of active network nodes using PVS
Cindy Kong, P. Alexander, Darryl Dieckman
August 2000 **Proceedings of the third workshop on Formal methods in software practice**

Full text available: pdf(440.26 KB) Additional Information: full citation, abstract, references, index terms

Active Networks are a new type of networks where all elements are programmable. Active packets can contain fragments of code to be executed on intermediate nodes they pass through. Active nodes provide the necessary environment and resources for the packets to be processed. In giving the users the capability to program the network as they desire, there is an issue of security risks. This paper presents a formal model for an active node that can be used to specify and verify the correct oper ...

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1 A speculation-based approach for performance and dependability analysis: a case study
Yiqing Huang, Zbigniew Kalbarczyk, Ravishankar K. Iyer
December 1998 **Proceedings of the 30th conference on Winter simulation**
Full text available: pdf(86.40 KB) Additional Information: full citation, references, index terms

2 Research challenges in wireless networks of biomedical sensors
Loren Schwiebert, Sandeep K.S. Gupta, Jennifer Weinmann
July 2001 **Proceedings of the 7th annual international conference on Mobile computing and networking**
Full text available: pdf(612.60 KB) Additional Information: full citation, abstract, references, citings, index terms

Implanted biomedical devices have the potential to revolutionize medicine. *Smart sensors*, which are created by combining sensing materials with integrated circuitry, are being considered for several biomedical applications such as a glucose level monitor or a retina prosthesis. These devices require the capability to communicate with an external computer system (base station) via a wireless interface. The limited power and computational capabilities of smart sensor based biological imp ...

3 Bibliography of recent publication in computer networking
July 1989 **ACM SIGCOMM Computer Communication Review**, Volume 19 Issue 3
Full text available: pdf(2.53 MB) Additional Information: full citation, index terms

4 A table driven approach to cyclic redundancy check calculations
John R. Hill
April 1979 **ACM SIGCOMM Computer Communication Review**, Volume 9 Issue 2
Full text available: pdf(684.31 KB) Additional Information: full citation, references

5 Computation of cyclic redundancy checks via table look-up
D. V. Sarwate

August 1988 **Communications of the ACM**, Volume 31 Issue 8

Full text available: pdf(624.15 KB) Additional Information: full citation, abstract, references, citings, index terms

Cyclic Redundancy Check (CRC) codes provide a simple yet powerful method of error detection during digital data transmission. Use of a table look-up in computing the CRC bits will efficiently implement these codes in software.

6 Reviewed papers: Network architecture: hamming codes and cyclic redundancy for transmission error correction

Sei-Jong Chung

December 2001 **ACM SIGCSE Bulletin**, Volume 33 Issue 4

Full text available: pdf(557.59 KB) Additional Information: full citation, abstract, citings

In this paper, we examine how detect and correct transmission errors transmission control protocols such as TCP. We will first show how to construct Hamming Codes to detect and correct single-bit transmission errors. Then, we will evaluate various aspects of the Cyclic Redundancy Check (CRC) codes in comparison to Hamming Codes. The efficiency and the ease with which we can build and implement CRC codes are some of the aspects of the CRC codes that this paper explores.

7 Cyclic redundancy checks in Ada95

Guido Duerinckx

January 1997 **ACM SIGAda Ada Letters**, Volume XVII Issue 1

Full text available: pdf(610.21 KB) Additional Information: full citation, abstract, index terms

Among the many error detection techniques used in (tele)communications, the Cyclic Redundancy Check (CRC) is probably the most powerful one. Roughly speaking the CRC is merely a modulo-2 division of the data (bits) to be transmitted by some 'magical' polynomial known for its high error detection capabilities. CRCs permit ensure that data transmitted over noisy media arrive intact.A common use of CRCs among industrial partners in large software development to projects is to identify quickly share ...

8 Garbage collection in object-oriented databases using transactional cyclic reference counting

P. Roy, S. Seshadri, A. Silberschatz, S. Sudarshan, S. Ashwin

August 1998 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 7 Issue 3

Full text available: pdf(180.00 KB) Additional Information: full citation, abstract, index terms

Garbage collection is important in object-oriented databases to free the programmer from explicitly deallocating memory. In this paper, we present a garbage collection algorithm, called Transactional Cyclic Reference Counting (TCRC), for object-oriented databases. The algorithm is based on a variant of a reference-counting algorithm proposed for functional programming languages The algorithm keeps track of auxiliary reference count information to detect and collect cyclic garbage. The algorithm ...

9 Supporting large-scale distributed simulation using HLA

Tainchi Lu, Chungnan Lee, Wenyang Hsia, Mingtang Lin

July 2000 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 10 Issue 3

Full text available: pdf(239.58 KB) Additional Information: full citation, abstract, references, citings, index terms

This article describes the design of a Web-based environment to support large-scale distributed simulation using Java and IEEE standard P1516 high level architecture (HLA) framework and rules. Based on the run-time infrastructure (RTI) services within the HLA

and Java application programmer's interfaces (APIs) of the RTI, the proposed HLA-based environment provides an architectural foundation to enhance interactivity, portability, and interoperability for Web-based simulations. In addition, ...

Keywords: data distribution management (DDM), distributed interactive simulation (DIS), high level architecture (HLA), modeling and simulation, networked virtual environment, run-time infrastructure (RTI)

10 The tea-leaf reader algorithm: an efficient implementation of CRC-16 and CRC-32
Georgia Griffiths, G. Carlyle Stones
July 1987 **Communications of the ACM**, Volume 30 Issue 7

Full text available: pdf(295.74 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The tea-leaf reader CRC algorithms are error-detection algorithms that use a look-ahead table to increase execution speed.

11 A unifying framework for distributed simulation
R. Bagrodia, K. M. Chandy, Wen Toh Liao
October 1991 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 1 Issue 4

Full text available: pdf(2.34 MB) Additional Information: full citation, abstract, references, citings, index terms, review

A theory of distributed simulation applicable to both discrete-event and continuous simulation is presented. It derives many existing simulation algorithms from the theory and describes an implementation of a new algorithm derived from the theory. A high-level discrete-event simulation language has been implemented, using the new algorithm, on parallel computers; performance results of the implementation are also presented.

12 Distributed simulation in Ada 95
John A. Hamilton, David A. Cook, Udo W. Pooch
November 1995 **Proceedings of the conference on TRI-Ada '95: Ada's role in global markets: solutions for a changing complex world**

Full text available: pdf(963.46 KB) Additional Information: full citation, references

13 Performance of checksums and CRC's over real data
Jonathan Stone, Michael Greenwald, Craig Partridge, James Hughes
October 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 5

Full text available: pdf(392.21 KB) Additional Information: full citation, references, citings, index terms

Keywords: codes, internetworking

14 Distributed simulation for structural VHDL netlists
David B. Bernstein, Werner van Almsick, Wilfried Daehn
September 1994 **Proceedings of the conference on European design automation**

Full text available: pdf(580.59 KB) Additional Information: full citation, references, index terms

15 A generalized carrier-null method for conservative parallel simulation
Kenneth R. Wood, Stephen J. Turner
July 1994 **ACM SIGSIM Simulation Digest , Proceedings of the eighth workshop on Parallel and distributed simulation**, Volume 24 Issue 1
Full text available: pdf(891.11 KB) Additional Information: full citation, abstract, references, citings, index terms

The carrier-null message approach to conservative-distributed discrete-event simulation can significantly reduce the number of synchronization messages required to avoid deadlock. In this paper we show that the original approach does not apply to simulations with arbitrary communication graphs and we propose a modified carrier-null approach which does. We present and discuss some preliminary results obtained using our approach to simulate digital logic circuits.

16 Java based conservative distributed simulation
Alois Ferscha, Michael Richter
December 1997 **Proceedings of the 29th conference on Winter simulation**
Full text available: pdf(835.03 KB) Additional Information: full citation, references, citings, index terms

17 Recorded magnetic tape for information interchange (800 CPI, NRZI)
S. Gorn
April 1966 **Communications of the ACM**, Volume 9 Issue 4
Full text available: pdf(1.36 MB) Additional Information: full citation

18 Shared memory implementation of a parallel switch-level circuit simulator
Yu-an Chen, Rajive Bagrodia
July 1998 **ACM SIGSIM Simulation Digest , Proceedings of the twelfth workshop on Parallel and distributed simulation**, Volume 28 Issue 1
Full text available: pdf(980.94 KB) Publisher Site Additional Information: full citation, references, citings, index terms

19 Hierarchical modeling and distributed simulation with HIT
A. M. Warda, M. Sczittnick
June 1997 **ACM SIGSIM Simulation Digest , Proceedings of the eleventh workshop on Parallel and distributed simulation**, Volume 27 Issue 1
Full text available: pdf(843.20 KB) Publisher Site Additional Information: full citation, abstract, references, index terms

The Hierarchical Tool HIT is a software tool for hierarchical modeling and performance evaluation of discrete event systems. Besides analytical and numerical solution techniques HIT provides the evaluation of models by sequential simulation. Here we present concepts for optimistic distributed simulation of HIT-models by partitioning them with respect to subhierarchies. The main goals of the concept being presented are the preservation of model structure even in lower levels of the realization (e ...

20 Manufacturing applications: Distributed simulation in manufacturing: automobile manufacturing supply chain simulation in the grids environment
Gary Tan, Na Zhao, Simon J. E. Taylor
December 2003 **Proceedings of the 35th conference on Winter simulation: driving**

innovation

Full text available: pdf(522.61 KB) Additional Information: full citation, abstract, references

A Supply Chain is the series of activities that an organization uses to deliver value to its customers. In today's competitive environment, the globalization of markets has rapidly substituted the traditional integrated business. The competitive success of an organization no longer depends only on its own efforts, but relies on the efficiency of the entire supply chain. Therefore, building an effective supply chain is fast becoming paramount in today's marketplace. Distributed Supply Chain (D ...

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... for **Distributed Simulation** the Large Multicast Environment", M. Pullen, M. Myjak, ... (iSCSI) **Cyclic Redundancy** Check (CRC)/Checksum Considerations", ...
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... Chen: On the Number of Acceptable Task Assignments in **Distributed Computing** Systems. ... Extended-Precision Checksums, and **Cyclic Redundancy** Checks. ...
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... CRC: **cyclic redundancy** check, контроль с использованием циклического избыточного
... **Distributed Computing** Environment, среда распределенных вычислений ...
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... **Cyclic Redundancy** Check (CRC) D-bit D channel D4 framing ... **Distributed Computing** Environment (DCE) Distributed Data Processing (DDP) ...
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David Eurenius Computer Terms and Glossary
... Movement CRAYON Create Your Own Newspaper CRC **Cyclic Redundancy** Check . ... + Data Communications Equipment + **Distributed Computing** Environment [OSF] + ...
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... Craft Port • Crawler • CRC (**Cyclic Redundancy** Check) • CRM (Customer ... DCE (**Distributed Computing** Environment) • D-Channel • DCOM (Distributed ...
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RFC 1983
... **Cyclic Redundancy** Check (CRC) A number derived from a set of data that will be ... for implementing the client-server model of **distributed computing**. ...
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... **distributed computing** nodes that communicate over a. broadcast channel (TTP-Bus) ... utilize a hardware unit to generate a CRC (**cyclic redundancy** ...
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Optimal Resource Allocation for Wireless Video over CDMA Networks
... punctured convolutional code (RCPC) with **cyclic redundancy** check (CRC) ... parallel and **distributed computing**, nanoelectronics, and bioinformatics, ...
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Frame Three

... Compare with store-and-forward switching. **Cyclic Redundancy** Check See CRC.
... Defined in RFC 2131. Dial-on-Demand Routing See DDR. Digital **Signature** ...
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... Another family of error detecting algorithms is the **cyclic redundancy** check
... International Conference on **Distributed Computing** Systems, April 2001. ...
www.westga.edu/~drocco/pdf/page_digest.pdf - Similar pages

[DOC] Internet Users' Glossary
File Format: Microsoft Word 2000 - View as HTML
... See: **cyclic redundancy** check CREN See: Corporation for Research and Educational
... for implementing the client-server model of **distributed computing**. ...
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RFC 1983 - Internet Users' Glossary
... [Source: ZEN] **Cyclic Redundancy** Check (CRC) A number derived from a set of
... Circuit-terminating Equipment DCE See: **Distributed Computing** Environment ...
www.rfc-archive.org/getrfc.php?rfc=1983 - 157k - Cached - Similar pages

Acronymes
... Advancement Movement CRC **Cyclic Redundancy** Check CREN Computer Research ...
Data Communications Equipment DCE **Distributed Computing** Environment DCF Data ...
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The Term Being Defined#Classification of the Term#The Definition ...
... zen **Cyclic Redundancy** Check (CRC)##A number derived from a set of data that will
... for implementing the client-server model of **distributed computing**. ...
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[PDF] Article Heading
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... Information security, client/server systems, **distributed computing**, ...
ranging from the use of checksums and parity bits to **cyclic redundancy** ...
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MAW 97 Theme Essay: Math and the Internet
... The Internet also supports **distributed computing** such as the recent cooperative
... a common choice is CRC-16, a **cyclic redundancy** code that can detect ...
web.bilkent.edu.tr/Math/theme.essay.html - 24k - Cached - Similar pages

Abbreviations
... CRC, **Cyclic Redundancy** Check. CRCG, Center for Research in Computer Graphics,
... (Kodierverf mit Polynom X31+X28+1, -> SSS), Digital **Signature** Standard ...
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Sybex Encylopedia of Networking
... DCE (Data Communications Equipment); DCE (**Distributed Computing** Environment)
... CRC (**Cyclic Redundancy** Check); Parity, or Vertical Redundancy Checking ...
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... **cyclic redundancy** check (CRC) as a light-. weight digital **signature**. ...
Distributed Computing". Proc. 7th. ACM SIGOPS European Workshop, 1996, pp. ...

www.ece.cmu.edu/~koopman/thesis/morris_ms.pdf - Similar pages

BABEL: A Glossary of Computer Related Abbreviations and Acronyms
... Cyberspatial Reality Advancement Movement CRC **Cyclic Redundancy** Check . ...
+ Data Communications Equipment + **Distributed Computing** Environment [OSF] + ...
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[PDF] ACRONYMS
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... **Cyclic Redundancy** Code. CRDA. Cooperative Research Development Agreement ...
Distributed Computing Design System (from US Army) ...
parallel.ru/ftp/documents/acronyms.pdf - Similar pages

glossary.html
... **Distributed Computing** Environment (DCE). distributed database. domain.
Domain Name System (DNS) ... **signature**. Simple Mail Transfer Protocol (SMTP) ...
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RFC Taxonomy
... cryptographic hash message authentication codes, digital **signature**, ...
security,; **Distributed Computing** Environment; distributed database; domain ...
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RFC TERM INDEX (keyword->RFC#) - Lynn Wheeler
... CRC: see **cyclic redundancy** check; Cross Registry Information Service ...
see also digital **signature** , encryption , mail , public key infrastructure ...
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... CRC, **Cyclic Redundancy** Check .CRD, Cardfile (file name extension) ... DSA,
Digital **Signature** Algorithm + Directory System Agent ...
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... by most networks, through the **cyclic redundancy** check (CRC), if no attacks
... ference on **Distributed Computing** Systems, April 2001. ...
www.di.fc.ul.pt/tech-reports/01-12.pdf - Similar pages

Clair.Net - Communication Internet - Définitions et acronymes ... - [Translate this page]
... CRC, **Cyclic Redundancy** Check. CSMA/CD, Carrier Sense Multiple Access ...
Data Circuit-terminating Equipment; **Distributed Computing** Environment (OSF) ...
www.clair.net/francais/definition.htm - 123k - Cached - Similar pages

通信人书屋 - [Translate this page]
... DCE (**Distributed Computing** Environment) 分布式计算环境 166 DCOM (Distributed
Component Object ... DSA (Digital **Signature** Algorithm) 数字签名算法 202 ...
book.cnii.com.cn/showproduct.php?pid=1024 - 52k - May 5, 2005 - Cached - Similar pages

[PDF] Open Problems in Data-Sharing Peer-to-Peer Systems
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... arrived at node B corrupted, the **signature** would not match. Techniques such.
as CRCs (**cyclic redundancy** checks), hashing, MACs (message authentication ...

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Computer Acronym List v2.00 This is a list of computer acronyms ...
... CRAM Card RAM CRC **Cyclic Redundancy** Check CREN Corporation for Research and
... Communications Equipment **Distributed Computing** Environment **Distributed** ...
www.textfiles.com/magazines/BTW/compacro.200 - 159k - Cached - Similar pages

Computer Acronym List v3.00 This is a list of computer acronyms ...
... Center CRC **Cyclic Redundancy** Check CRC Cyclical Redundancy Character CRCOK
... DCE **Distributed Computing** Environment DCE **Distributed Computing** Equipment ...
www.textfiles.com/magazines/BTW/compacro.300 - 307k - Cached - Similar pages

DDJ
... most communications protocols use some form of error-detecting **signature**.
Tim takes a look at one of the most popular schemes – **cyclic redundancy** ...
www.ddj.com/articles/1997/9704/ - Similar pages

CREN - Technology Glossary
... **Cyclic Redundancy** Check (CRC) A number derived from a set of data that will be
... performed on text, which produce a unique **signature** for that text. ...
www.cren.net/crenca/glossary/crenglossary.html - 101k - May 4, 2005 - Cached - Similar pages

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... **distributed computing** power more flexibly, thus making more available for ...
However, the kind of standard checksums (eg **Cyclic Redundancy** Checksums) ...
daac.gsfc.nasa.gov/IDA/VirtualDataProducts_v1_0.pdf - Similar pages

LinuxDig.com Request for Comments RFC#: 1983 : Internet Users ...
... **Cyclic Redundancy** Check (CRC) A number derived from a set of data that will be
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... See: **cyclic redundancy** check CREN See: Corporation for Research and Educational
... model of **distributed computing**. In general, a request is sent to ...
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3D 3 Dimensional 3M Minnesota Mining and Manufacturing 4GL Fourth ...
... Card RAM CRC **Cyclic Redundancy** Check CRL Certificate Revokation List CRM ...
Communications Architecture DCE 1) **Distributed Computing** Environment 2) ...
www.htw-dresden.de/~kleist/acro.txt - 62k - Cached - Similar pages

[PDF] Network Working Group G. Malkin, Editor
File Format: PDF/Adobe Acrobat - View as HTML
... described in RFC 1321 all produce a 128-bit **signature**. They ... model of
distributed computing. In general, a request is sent to ...
ietfreport.isoc.org/rfc/fyi/PDF/fyi18.pdf - Similar pages

UUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU UU

UU UU ...
... Cyberspatial Reality Advancement Movement CRC **Cyclic Redundancy** Check . ...
Data Communications Equipment + **Distributed Computing** Environment [OSF] + ...
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[PDF] DSN 2004 The International Conference on Dependable Systems and ...
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... (ii) We then consider basic **distributed computing** problems (such as atomic
... **Cyclic Redundancy** Code (CRC) Polynomial Selection For Embedded Networks ...
2004.dsn.org/advanceProgram.pdf - Similar pages

Teena's Homepage - Англо-Русский Словарь Сокращений в Области ...
... связи и сеансов информационного обмена) CRC **cyclic redundancy** check, ...
Distributed Computing Environment, среда распределенных вычислений DDB ...
home.udmnet.ru/teena/slang/dictabbr.html - 52k - Cached - Similar pages

none from FOLDOC
... display terminal; Dissociated Press; **Distributed Computing** Environment; ...
file server; file **signature**; File Transfer Protocol; filing system; filk; ...
wombat.doc.ic.ac.uk/foldoc/contents/none.html - 101k - May 4, 2005 - Cached - Similar pages

[PS] Computer Viruses as Artificial Life \Lambda Eugene H ...
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... and as a possible means of performing useful tasks in a **distributed computing**
environment. ... checksums, **cyclic redundancy** codes (CRCs), secure hashes, ...
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Гипертекстовый энциклопедический словарь по информатике(2004)
... CRC - циклическая проверка по избыточности - **Cyclic Redundancy** Check ...
DCE - распределенная среда обработки данных - **Distributed Computing** Environment ...
194.226.30.40/scripts/sbsokr.pl - 114k - Cached - Similar pages

D. Scott Wills
... Interconnection Networks Using **Cyclic Redundancy** Code Error Detection, ...
Journal of Parallel and **Distributed Computing**, Special Issue on Parallel ...
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[PDF] arXiv:cs.CR/0010013 v1 9 Oct 2000
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... opment of protection schemes that allow digital **signature**. and encryption of
data collected by the ... **Distributed computing** requires information to be ...
arxiv.org/pdf/cs.CR/0010013 - Similar pages

[RTF] S³owniczek terminów zwi¹zanych z ochron¹ informacji
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... convertible undeniable **signature**. correlation immunity ... **Cyclic Redundancy**
Check. CRL. Certificate Revocation List. CRT. Chinese Remainder Theorem ...
www.enigma.com.pl/konferencje/slown_akt1.rtf - Similar pages

ネットワークワーキンググループ Request for Comments: 1392 FYI: 18 ... - [Translate this page]
... CRC **cyclic redundancy** check 参照 CREN Corporation for Research and ... DCE Data Circuit-terminating Equipment の略 DCE **Distributed Computing** Environment ...
www.minokasago.org/labo/RFC/text/rfc1392-jp.txt - 88k - Cached - Similar pages

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... **Cyclic Redundancy** Check (CRC) 転送されるデータセットから引き出される数値。 ... の暗号化、メッセージの完欠チェック(**signature**) の算出のために 使用される。 ...
www.nic.ad.jp/ja/translation/rfc/1392.html - 91k - May 4, 2005 - Cached - Similar pages

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... **Cyclic Redundancy** Code. A CRC is a type of checksum. ... for automatic downloads of online content, such as virus **signature** file updates, patches, news, ...
www.dir.state.tx.us/IRAPC/practices/word/a2.doc - Similar pages

[PS] Fast Encryption and Authentication: XCBC Encryption and XECB ...
File Format: Adobe PostScript - View as Text
... such as the exclusive-or, **cyclic redundancy** code (CRC), or even constant functions ... "OSF - **Distributed Computing** Environment (DCE), Remote Procedure ...
www.cs.ucdavis.edu/~rogaway/ocb/gligor.ps - Similar pages

[PDF] Page digest for large-scale web services - E-Commerce, 2003. CEC ...
File Format: PDF/Adobe Acrobat
... dundancy check (or **cyclic redundancy** code) [18, 2], which ... IEEE International Conference on **Distributed Computing**. Systems, April 2001. ...
ieeexplore.ieee.org/iel5/ 8596/27235/01210274.pdf?arnumber=1210274 - Similar pages

RFC1983: Internet Users' Glossary - Contents
... CWIS: 2.102 Cyberspace: 2.103 **Cyclic Redundancy** Check (CRC): 2.104 DANTE ... User Agent (DUA): 2.125 DISA: 2.126 **Distributed Computing** Environment (DCE) ...
www.y-adagio.com/public/standards/ tr_interm_1983/rfc1983-toc.htm - 40k - Cached - Similar pages

Team Phoenix Rising Forums - Recovering files after a format
... Also, when I try and copy it across my network it fails saying '**cyclic redundancy** error'. ... **Signature** virus: please copy me to your **signature**. ...
forums.teamphoenixrising.net/showthread.php?t=29390 - 99k - Cached - Similar pages

draft-ietf-userglos-glossary2-01.txt G. Malkin / Xylogics, Inc ...
... CRC See: **cyclic redundancy** check CREN See: Corporation for Research and ... Circuit-terminating Equipment DCE See: **Distributed Computing** Environment ...
mirrors.isc.org/pub/www.watersprings.org/ pub/id/draft-ietf-userglos-glossary2-01.txt - 121k - Cached - Similar pages

EP patents matching keyword 'shared'
... EP755004, Communication facilities for heterogeneous **distributed computing** ... EP639907, Digital **signature** method and key agreement method. ...
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... Movement CRAYON Create Your Own Newspaper CRC **Cyclic Redundancy** Check . ... [OSF] / **Distributed Computing** Equipment DCED **Distributed Computing** ...
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FB-Informatik (TU-KL) -- English Acronyms
... CRC - **Cyclic Redundancy** Check CRC - Cyclical Redundancy Character ...
Communications Equipment DCE - **Distributed Computing** Environment DCH - D Channel ...
sci.informatik.uni-kl.de/ mitarbeiter/thees/acronyms/body.html - 101k - May 4, 2005 - Cached - Similar pages

[PDF] Internet Security
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... Similar to a CRC (**cyclic redundancy** check) algorithm. for computing checksums
for error ... generating a digital **signature** from a message digest ...
engr.smu.edu/~tchen/eets7304_spring05/lec23.pdf - Similar pages

C CA See certificate authority (CA). cable path A series of cables ...
... The basic unit of operation in the **Distributed Computing** Environment (DCE).
... **signature** (obtained from the **signature** bank) and the inheritance level. ...
as400bks.rochester.ibm.com/ html/as400/v4r5/ic2924/info/RZAATMST06.HTM - 208k - Cached - Similar pages

EP patents owned by companies from US
... retrieval of name space information in a **distributed computing** system ...
Thermo-mechanical overlay **signature** tuning for photolithographic mask aligner. ...
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Pn-Pz
... magic **signature** at the beginning of every image, a 32-bit **cyclic redundancy**
check, ... code and the rapidly evolving **distributed computing** environments. ...
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Abreviations
... CRC : **Cyclic Redundancy** Check / Content Rules Console ... DCE : Data Communication
Equipment / **Distributed Computing** Environment ...
users.skynet.be/agpym/abreviations2.html - 152k - Cached - Similar pages

Acronyms for telecom and satellite
... CRC: **Cyclic Redundancy** Check(1) [part of ATM meta signalling cell, ...
Data Country Code(3); DCE: **Distributed Computing** Environment(1) [a suite of ...
www.turnkey.net/acronym.htm - 248k - Cached - Similar pages

[PDF] NeoPixSys' Response to Ofcom's Hypothetical Tender for a Public ...
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... According to the **Distributed Computing** Industry Association, ... Reed-Solomon,
Cyclic Redundancy Check, Forward Error Correction or other erasure ...
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